



## End Notes

By Tom Higgins

Its been a hectic couple of months. Not only did we rehost ourselves over to the Sourceforge servers but I also have a son. The littlest gamer in The Countermoves Compound, Benjamin Wallace, made his entrance on July 27th and has been a handful ever since. I have also sat down with a few folks to hammer out the plans for Countermoves next year.

The next issue will be the last of Volume 1. Starting with Volume 2 we are going to make a go at putting out an issue a month. The only way we are going to be able to do this on a consistent basis is if we get enough good material to publish. I know there are hordes of great games waiting to be developed, I have more than one or two floating around my head and I know others do as well. If you want to see Countermoves keep to its monthly schedule then lend a hand with a game, an article, what ever it is you want to contribute to the project.

Issue 4 should be quick in getting out. We have the three second place winner of the Microgames Design Contest , a game from the good folks over at Warp spawn games, a few articles on various game related topics and a surprise or two. I'm keeping my mouth shut before I make promises I cant keep, but stay tuned.

Starting with the next issue we will also have a User Feedback section on the web site. This is going to be a very important device for keeping Countermoves on track with it's stated goals. Your feedback will help us all see where things work, where they don't and where we should be heading. It will be the best way to see just how worthwhile Countermoves is to it's readers. At the end of the day that's pretty much the bottom line, if Countermoves is worth reading then it has done it's job.

**Until next time, keep playing and creating.**

# Editorial Ranting

Welcome to Issue Three. This issue of Countermoves will be coming out at just about the one year anniversary of the original concept that lead to its creation. The year has given us much to think about and even more to work on. Issue Three is going to layout some of the changes that came from our first years endeavors and chart the course for the year to come.



For starters, our home on the Net has changed. In our first year we were mostly housed on a Yahoo Group for talking, collaborating and distributing. We had help from Stephan's fantastically useful countermoves.net site that helped us get articles and games in a more productive framework. Now we are making our official home over on Sourceforge.net, the years old stronghold of open source projects. Sourceforge offers us a unique set of tools to collaborate, distribute, organize and keep in touch with each other on servers that are dedicated to supporting open source projects.

The mailing lists and message forums will not be "yahooized" with all manner of ads and pop up banners. The files section will be able to hold five times as much Countermoves goodness. There are tools to organize collaborative game development as well as tools to keep in touch with each other. The best way to get to know our new home, its abilities and where all the goodies are being distributed from is to simply point your browser to <http://countermoves.sourceforge.net/>

I want to take this time to thank Stephan Beal for being the strong arm of support in keeping us from falling down because of the shortcomings of our old network home Yahoo. His document collaboration system was the life support system that let the CGME and many other game projects grow.

From its very inception Countermoves has been about getting a free flow of ideas and games going between both the readers and developers. Its in the open spirit that we have been able to publish a slew of games and articles in these pages as well as carry on a ever growing conversations of sorts on the net. The creative minds that have sent in games, articles , postings, and ideas have given this whole project its ongoing drive to continue and grow.

One of the benefits of all this creative free flowing energy is material. Material in the form of games, articles, reviews and variants is what fills up the pages of Countermoves with something worth reading. Over the last few months we have received enough material to work out a new publication schedule. Starting after Volume 1 Issue 4 Countermoves will endeavor to be published monthly rather than its existing quarterly schedule. There will be more changes as we grow and learn. Now though, its time to dig in and enjoy Issue Three.

Needful Things
Forgot Your
Dice? Use Coins.
By Trevor Blake
Commentary by the
Countermoves Crew



The other day I challenged CounterMoves editor Tom Higgins to a game of OGRE. On the way to our meeting place realized I had I forgotten the six-sided die necessary to play the game, which got me thinking... what other common objects can be used to generate a random number between one and six? Could coins do the trick? The following table yields a random number between one and six (as long as you disallow all Heads or all Tails). I used US denominations here, but as long as you have three coins of different denominations the process still works. Generating a random number between one and six is simple, but generating a random number in which there is not an equal chance for all results is slightly more difficult. When you roll two six sided die (2d6) there is more chance of rolling a seven than of rolling a two. This is because only one combination of the die results in two (one and one) while three combinations of the die results in seven (six and one, five and two, four and three). Four coins (denomination doesn't matter) can simulate such a bell curve, if poorly.

Table with 2 columns: Result, Ways to Roll. Rows include All Heads (1), Three Heads One Tail (4), Two Heads Two Tails (5), Three Tails One Head (4), All Tails (1).

Increase the number of coins and you increase the detail of the bell curve, but you also increase the amount of 'bookkeeping' you have to do for each turn. Counting the number of Heads and Tails in a throw of eight or more coins might give you a nice bell curve, but doing so over and over in a game might be so tedious that you would be better off waiting until someone shows up with some dice.

To generate result tables for increased number of coins, use a process similar to that used to generate truth tables in formal logic. First, resolve the number 'two to the power of [number of coins]' to yield "A." Next, make [number of coins] columns of combinations of Heads and Tails results; all the columns will be "A" rows in height. The rightmost

MegaMek[4] is a version of BattleTech that you can play with your friends over the Internet. This game engine is written in Java, which means like jDip it can run on many different Operating Systems. MegaMek shares another commonality with many of the apps mentioned in this article in that it is not just a program to play the game it is also the server to host games with your friends across the net. These are called Client/Server apps, they can be both the games front end, the part you play, and the back end server which does all the messy work of letting you hook up with multiple playing partners.

Programs that allow you to do this are open in another very important way, they open up the ability for you and your friends to play whenever and wherever you want. You do not have to go thru someone else's server, like Bnet for all the games Blizzard produces, thus you can avoid all the game based fees, slow server lags, nasty player haters and the inevitable dropped games.

While it is not hosted on Sourceforge itself, FreeCiv [5] has many offshoot projects[6] being hosted there. Freeciv started off by taking Sid Myers classic Civilization II (R) and busting it wide open. You can tweak every aspect of the game engine to create a wide range of worlds or you can use one of the many presets that have been crafted over the years. Being a Client/Server app you can opt to be a player, host your own game world, or both. As an Open Source project interested users were able to port Freeciv to just about any platform you can think of, even to the Amiga.

Less game centric and aiming to cover a wider range of possibilities, projects like QUB[7] are working up to offer users the ability to create and play nearly any boardgame imaginable. Using either a pre-made gameset or crafting your own you can play your favorite games anytime over the net. For the time being QUB is a Linux only project but with enough coaxing it's creators will be convinced to make it cross platform.

If you spend some time searching Sourceforge you will find all manner of projects like the ones I have gone over. They cover more than just games, there are some fantastic projects that cover a wide range of uses like multimedia, operating systems, file utilities, office suites, scientific analysis, business tools, etc.

- [1] FreeCraft - http://sf.net/projects/freecraft
[2] Realpolitik - http://sourceforge.net/projects/realpolitik/
[3] jDip - http://sourceforge.net/projects/jdip/
[4] MegaMek - http://megamek.sourceforge.net/index.html
[5] Freeciv - http://www.freeciv.org
[6] Freeciv Alpha Centauri - https://sourceforge.net/projects/freecivac/
[7] QUB - http://sourceforge.net/projects/qub/

# The Tech Deck

## By Tom Higgins

This edition of the Tech Deck will spotlight some of the amazing game resources that can be found right on the very same place the Countermoves web site is now being hosted, that being Sourceforge.net

In an age where the End User Licensing Agreements (EULA) on certain software takes away more than the software gives and Copyright laws are turning the act of having a conversation into a litigious situation its good to stop and look at the projects that are a little less toxic to your general well being.

Sourceforge is the home to many projects who all have just one main thing in common, they are open. Open in this context means that the projects are open to collaborative development and setting up the means for the end users to not only be able to use the projects creations but to be able to expand and improve on them to meet the their needs. If the users have a want or a need they can either talk to the developers and get it on their "To Do" list or they can roll up their sleeves and do it themselves. Its a far cry from being chained to a EULA where you pay your money and are told to shut and use what you are given.

On Sourceforge you also get the chance to see a project grow from concept to development and finally on to a stable release all the while being able to help out where your skills allow. Not all the projects you will find on Sourceforge are finished apps all shinny and new. Some of them are, some of them are not. They can be found in all manner of stages from the just born rawness to the awkward growth of youth to the matured assured development of middle age.

One of the many projects I have seen grow up on Sourceforge is Freecraft[1]. Freecrafts goal is to be a free open source cross platform real time strategy game engine. It is using Warcraft as just one example of what it can become. With over 16 developers and a score more hands working to hammer out the code this project has risen up over the last year or so to produce a fairly stable networked release complete with scripting capabilities and support for AI players.

There are apps being crafted that can help you play games you already love. Diplomacy lovers will find much backstabbing loving with JDip and Realpolitik. Realpolitik is a cross-platform (Mac/Win32) viewer and adjudicator for the game, with a point-and-click interface, game history, and text and bitmap reports for GMs. It has over a dozen rule and map variants, and you can easily create your own. jDip [3] is much like Realpolitik but written with Java, so it can run on nearly any platform from Windows to Sun to Linux to Mac and beyond.

column will be alternately Heads and Tails (H, T, H, T, etc.). The next column to the left will be alternately two Heads, two Tails (H-H, T-T, etc.). The next column to the left will be alternately four Heads, four Tails. Then eight, then sixteen, then thirty-two, and so on. Continue in this progression until you reach the leftmost column, which will be one half Heads and one half Tails. Finally, count the number of incidences of All Heads and No Tails (there should be only one) and all of the other possible outcomes. If you use an even number of coins your bell curve will have a center point.

Another method for using coins to generate 1d6, this time using only two coins.

Throw two coins of different denominations (A and B). They will come up either Heads (H) or Tails (T) in four possible combinations...

A	B	... alternate the 'active' coin each time you need 1d6. Throw both coins: one turn A is 'active,' the next turn B is 'active.'			
H	T				
H	H				
T	H				
T	T				

A is Active		B is Active	
H	T	H	T
H	H	H	H
T	H	T	H
T	T	T	T

... you still have to 'throw away' one coin combination but this method is a wee bit more efficient than my first method. Or is it?

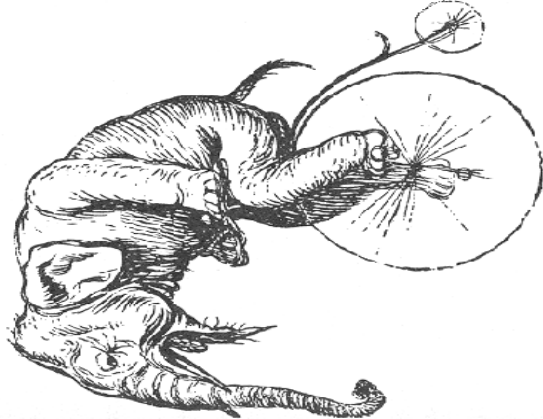
### Comments by Robert Struble

Back in the '70's in the deep South we had access to plenty of d6 but a poly die were unheard of. My brother and I played many a game of Boot Hill with a regular deck of cards.  
Take out the face cards (J, Q, K), shuffle a lot and they worked just fine.

### Comments by Tom Higgins

Trevor's method is a very binary approach to the diceless dilemma since coins have just 2 results. **Heads=H=0 Tails=T=1** Since the bottom of this counting is 0 and dice results usually have a lower limit of 1, we will be adding 1 to all results such that 0=1, 1=2, 2=3 etc etc  
As Trevor pointed out there is a 'bookkeeping' limit to the usefulness of using coins. Since a quarter, dime, nickel and penny can be easily found in my pockets it makes sense, for me at least, to limit things to 4 coins. This would mean 4 places in the binary sense thus numbers ranging from 0 to 15 or 1 to 16 if we are adding 1 to the results.

We can see from this chart that the easiest dice to simulate with the binary method are the d2, d4, d8 and d16. They use 1,2,3 and 4 coins respectively and no throw needs to be fudged. This is no big surprise to folks who know binary,2, 4, 8 and 16 are factors of the binary way of doing things just like 10 and 100 are to the decimal way.



# Metagaming Word Search Solution

By Walt O'Hara

.25 .10 .05 .01						
8	4	2	1	Result	+1	Dx
-	-	-	H	=0	1	
-	-	-	T	=1	2	d2
-	-	T	H	=2	3	
-	-	T	T	=3	4	d4
-	T	H	H	=4	5	
-	T	H	T	=5	6	d6
-	T	T	H	=6	7	
-	T	T	T	=7	8	d8
T	H	H	H	=8	9	
T	H	H	T	=9	10	d10
T	H	T	H	=10	11	
T	H	T	T	=11	12	d12
T	T	H	H	=12	13	
T	T	H	T	=13	14	
T	T	T	H	=14	15	
T	T	T	T	=15	16	

As Trevor pointed out, for the other dice though a little fudging is needed. What about the ever popular d6. On the surface of it it would seem a d4 plus a d2 would work great. The only problem being that we have boosted all the results by 1. While this works great for single rolls for combined rolls it ruins things a bit...unless you get sneaky. The sneaky bit here is to not up the results of the some of the d2's rolls. Sounds odd but it works out real well and actually makes a little bell curve like hump in the middle.

Heres how it works..

1) Toss your coins for a d4 (2 coins) this gets the first part of the results.

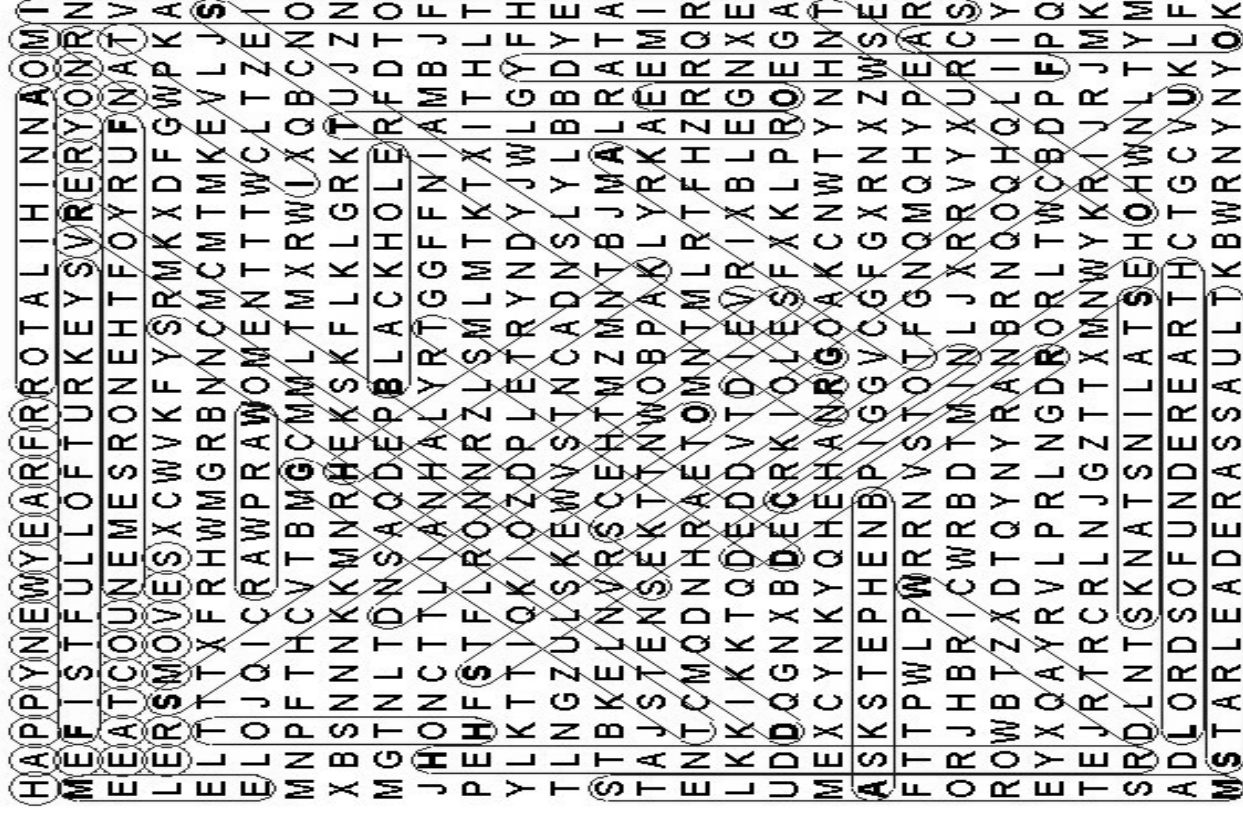
d4	d2	Result
1	0	1
1	1	2
2	1	3
2	2	4
3	0	3
3	1	4
4	1	5
4	2	6

2) Now the sneaky part, Toss a d2 (1 coin).

a) If the result from the d4 was an odd number, do not add the 1 to the binary result of the d2, ie you get a 0 or 1.

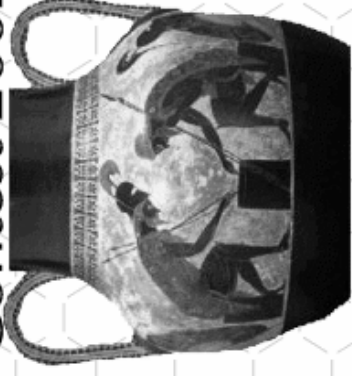
**b)** If the result from the d4 was an even number, add the 1 to the binary result of the d2, ie you get a 1 or 2

3) Add the result of the d4 to the result of the d2 you got above



# Microgame Design By Tom Higgins

## Contest 2002



When recounting their favorite Microgames most people are quick to bring up a litany of Steve Jackson games, a few Metagaming titles and even the odd Task Force or Yaquinto golden oldies. Ask them to name more than ten Microgames created in the last ten years though and you are more than likely to hear a fair amount of silent pondering.

Unlike their big package kindred, Microgames did not move thru the 1990's with vim and vigor. While the Hasbroization of game store shelf space took place and German board games evolved to fit into the spaces left over the Microgame seemed to retreat into that good night. Or so it seemed.

If you knew where to look you could find the progress of Microgames and their ilk across the decade. Magazines like Game Fix/Competitive Edge, creative concerns like Fat Messiah, the eventual web presence of places like the Joe Hartley's brainiac.com domain which become host to many of the best Microgame web sites. Game companies like Cheapass Games twisted the Microgame to new extremes while Ebay became the classic Microgame graveyard from which folks could dig up the past. Independent game creators found ways to harness the Internet and the ever evolving printing capabilities of the average desktop printer to bring their new concepts to the players via places like Microgame Design Group, Miden Games and others.

In 1998 Joe Hartley ran the first Microgame Design Contest. The event showed that the Microgame format was alive and well and, given the chance, flourishing. The contest gathered four games to be played and judged. More importantly though it gave players four new games to play and enjoy as well as giving feedback to the authors about what worked and did not work in their games. The contest was a major success.

In late 2001 the idea was floated that maybe it was time for another Microgame Design Contest. In short order the idea firmed up into plan and the plan into action. While Joe Hartley did not run this year's event it was built form the rules and workings of the 1998 Microgame Design Contest. The new contest posted it's rules in early 2002, set a deadline for entry of May and waited for the games to arrive. When the deadline was reached eleven games had been sent in for inclusion.

## The Games

- **BlitzCommander**--A microgame representing Operational Level Warfare during World War 2 by J. Pardeck
- **Glider-Pit Gladiators 2002**--A microgame of ancient aerial combat by Joe Scoleri
- **Harvest The Wind**--A microgame of tactical combat in the 19th Century American West by David Allen
- **Leetown and Elkhorn Tavern**--A microgame of the Civil War battles in Leetown and Elkhorn Tavern Arkansas by James Acerra
- **Operation Whirlwind**--A microgame of the situation in Budapest in November 1956 by Brian Train
- **Richthofen WWI Air Combat Card Game** by Michael Maners
- **Search Diver**--A microgame involving dive planning and underwater search by David H. Allen
- **Steel And Crystal**--A solo microgame of conquest in a fantasy land by Gottardo Zancani
- **WarpQuest**--An abstract microgame system that depicts goal driven scenarios by Lloyd Krassner and the WarpSpawn Crew
- **WarpSkirmish**--An abstract microgame system that utilizes a mix of board, card, dice and unit elements to create a system with chess-like strategy, and module expandability by Lloyd Krassner and the WarpSpawn Crew
- **Way Of The Warrior**--A solo microgame system to simulate small tactical war operations by Gottardo Zancani

The number of entries far exceeded the number planned for. The judging deadline was moved back a few weeks to August to accommodate the time needed to go through all the games. While the game entries were more numerous than expected the number of completed judging reports was not. Only two completed judging reports were sent in by the August deadline with a half dozen partials in tow. The sheer number of games to be judged discouraged many people from taking on the task of judging, a lesson to be remembered for the next contest.

Each and every game author who entered their creations can truly be called a winner. They all worked hard at creating their games and then had the willingness to put them up for judging and comment. They have also helped the Microgame game scene as a whole continue to grow. As with all games though there is usually a ranking of the players and the MDC2002 was no exception. First place overall had the first pick of any two prizes listed below. Second place overall got the pick of one prize listed below.

- Task Force Games Valkenburg Castle
- Metagamings Artifact Interplay #1
- ButtonMen Vampires (Angel/Buddy)
- Cheapass Games US Patent Number 1
- 20 bucks
- Countermoves #2 color printed version



## Gaming With The Kids

By Devlyn Davis

This is a dice game that my Mom taught my siblings and me when we were kids.

The game is called Skunk. This is not an original game and I've seen rules for it on the net. I thought it might be fun to pass on to those who may have not heard of it.

The goal of the game is to be the first player to reach at least 100 points, rolling two dice.

Players decide who goes first, or roll one d6 with high roller going first. Play moves clockwise.

On each player's first turn he must roll the dice enough times to accumulate at least 15 points. Every turn after that there is no minimum.

Players take turn rolling the dice. The accumulated points for each turn are added to the player's previous turn to create their current total points.

**SKUNKS:** When a player rolls a '1' on either of his dice during his turn, he loses all of his points for that turn and his turn is over. If he rolls 'snake eyes', a '1' on both dice, he loses **ALL** of his combined points and his turn is over.

When a player reaches a total score of 100, he may stop or continue rolling on the turn in which he reached 100. At the end of the turn in which a player goes over 100, he cannot take any more turns. However, each player has one more turn to try to catch up and win the game.

Example: On Fred's turn he reaches a total score of 114. He stops and passes the dice on. Gina starts her turn with 86 points and rolls 30 points for a total of 116. She stops and passes the dice on. Jim starts his turn with 90 points but after two rolls throws snake eyes and loses all of his points. Gina is the winner of the game!

One variant is to allow each player 1 or two 'free' turns. That is, if the player rolls a '1' or snake eyes on his turn, he may use his free turn to keep rolling (even though with snake eyes, he still loses all of his points.) Anybody have any other variants?

Most of you have probably already heard of this game, but it is a really fun, simple game. It is one of my and my son's favorite quickie games (usually when he wants to play a game 10 minutes before bedtime.) It also makes for a quick party game with plenty of tension. Suitable for use with or without alcohol



#### 5) Everything Gives you Cancer variant:

This one is kind of quirky, and horribly unbalanced. I present it as a variant for groups that enjoy teaming up on a player they don't like much. You will need glass beads or some other marker to mark cancer cells. In a regular game of Illuminati, declare one player the Cancer Player. The Cancer Player's victory conditions change from whatever is in the rules to the following.

- o Cancer players grow power structures by destroying groups (organisms).
- o The Cancer Player receives CANCER CELLS (glass beads) in the amount of the POWER rating of the Organism it destroys. A Cancer Cell is a 1/1 power, 2 defense, 1 MB income group for all game purposes.
- o The Cancer Cell is attached to the main Illuminati a the four out arrows off of the main card. A Cancer Cell is assumed to have 3 out arrows and one In arrow for Power structure purposes.
- o The Goal of the Cancer Player is to get 45 Cancer Cells. This can happen very quickly if other players don't interfere, so tinker with this victory condition to suit your own purposes.

#### 6) Boy am I Clueless variant:

This is essentially the Hidden Illuminati Sweepstakes, in reverse. Instead of being in the dark about OTHER player's Illuminati, you have no idea what your OWN Illuminati is. This is accomplished by playing with the cards taped or rubber banded to your forehead (facing outward), without peeking at the cards first. Therefore, you will know what the other players have but not yourself (obviously, not recommended for a 5 or 6 player game). You have the same Victory Conditions as before, but you have to act according to your best hunch of what Illuminati you are running. You may be wrong! This can be a very silly variant.

So there are a few of the twisted concepts we've come up with over the years. I hope you have some fun with them, we did.



When the dust had cleared the results were posted.

#### The Official MDC2002 Judging Report Results

Title	Mechanic	Originality	Balance	Clarity	Enjoyability	Overall
Operation Whirlwind	8*	7	8*	8.5*	8.5*	8* = 1*
Glider-Pit Gladiators 2002	7	5.5	7.5	7.5	7.5	7 = 2
Harvest The Wind	6.5	7	7	7	7.5	7 = 2
Steel And Crystal	6.5	5.5	7.5	8	7.5	7 = 2
WarpSkirmish	6	6.5	6.5	7	6.5	6.5 = 3
Way Of The Warrior	6.5	6	6	7	6	6.4 = 4
Search Diver	5	7.5*	7	6.5	5.5	6.3 = 5
Richthofen WWI Air Combat Game	6	5.5	6.5	6.5	6	6.1 = 6
WarpQuest	5.5	5	5.5	7	5.5	5.7 = 7
Leetown	5	3	6	6.5	5.5	5.2 = 8
BlitzCommander	5	2.5	5.5	5	6	4.8 = 9

\*=The top score for that category

(The detailed breakdown of the official and unofficial judging results can be had from [http://sourceforge.net/project/showfiles.php?group\\_id=58081](http://sourceforge.net/project/showfiles.php?group_id=58081))

I want to thank everyone who helped out in doing the MDC2002. We all learnt from it and with those lessons learned make the next one even better. I want to thank all those who entered games, they all are winners. I also want to thank those who sent in judge reports. I also want to thank my wife for not killing me during the contest.

Starting with this issue and continuing onward the games of the MDC2002 will be printed in Countermoves. We will start with the overall winner, spotlight the three way tie second place winners in the next and continue till all those that wish to be published here are included in an issue. Over the next couple of issues of Countermoves the games will be presented



OPERATION WHIRLWIND v. 1.1, 15 April 2002 (C) 2002 By Brian Train

## 0.0 DESIGNER'S NOTES

This is my entry in the 2002 Microgame Design Contest. I had been thinking about doing a game on this subject for some time but it was the imminent deadline of May Day that set me to finally carrying out the project.

From the beginning, I had planned to include an abstract Political Game. Unfortunately, there was neither enough time to develop it, nor space to include it. I hope to publish an expanded version of the game later that will include both games. In the Political Game, the Hungarian player (representing the new revolutionary government, committed to political reform) attempts to reduce or eliminate the domination of Hungary by the Soviet Union diplomatically. My reading showed me that this was the only way for the Hungarian player to win a real (i.e. bloodless) victory, through securing some kind of "separate but equal" status inside the Warsaw Pact for his country - something similar to that enjoyed by Yugoslavia. This was not an impossible goal, but if and when negotiations failed, Nagy could try to win a moral victory of sorts in the Military Game by fighting the Soviet Army in the streets of Budapest, and the stances of the players in the Political Game at the point where the Soviet player intervened militarily would set up the conditions of the Military Game.

A note on how the units are shown in the game: the generous artillery and engineer assets available within each Soviet division have been parceled out to each of the three rifle regiments. The American 101st Airborne was reorganized in the five-battle-group "Pentomic" model in the fall of 1956, and this is how it shows up in the game. However, it is a stripped down version of the division, because it has had to fly high over neutral Austrian airspace to get to Hungary. Only mortars and light engineer assets have been incorporated into each battle group, and an anti-tank battalion replaces a "Little John" surface-to-surface missile unit. This is the first wargame I can recall showing American units organized along this odd and briefly adopted pattern. PS: Yes, I know the Special Forces did not wear the green beret until President Kennedy authorized it in 1961, but they had already adopted them unofficially and I am sure would have worn them when opportunity allowed.

(Ed. Operation Whirlwind is now being publish by Microgames Design Group. The dtp version has an 11x17 full color map, 140 back-printed counters and at \$9 it is a bargain. Head on over to <http://www.microgamedesigngroup.ca/OW.html> to get your copy today)

## 2) The Hidden Illuminati Sweepstakes:

When playing, keep your Illuminati face down. Let the other guy sweat it out for a while as he figures out who the unseen puppet masters opposing him are. Once per turn, as a Free Action, the player may attempt to guess opposing Illuminati. If he guesses correctly, he wins 5MB. If he guesses incorrectly, he pays 5MB into the bank. HIGHER STAKES VARIANT: As in Regular Hidden Power Illuminati, but a Regular Action is used to make a guess. If the player wins, he gets 12 MB. If he loses, he pays 10 MB. Cannot be played when only one hidden Illuminati remains. (Hidden Powers really are effective in a game of four or more... not recommended for small games).

## 3) The Hideous Chop Poker Variant.

Ever play Chop Poker? Of course you haven't. That's the poker variant where the players wager various digits and payment is due immediately (using a handy cleaver). My friend 'Lefty' Dowd taught me this one, but I've never played it. Once per game a player may try a chop poker challenge on another player. This counts as a Regular Action. The challenger declares a chop poker challenge and has to target a power structure emanating from the major Illuminati. The power structure MUST have at least three cards to be considered a worthy "digit" for a chop poker challenge. The challenging player then slowly deals the top four cards in a row side by side. Count the power (only, not transitory power) on the four cards. If the power total is a sum greater than the targeted player's power total (including Illuminati), then the structure is "chopped". The challenging player pockets any MB that was on the power structure, but not on the Illuminati itself. This can be a very hairy variant...

## 4) There's a Bomb in the Building variant:

We used to call this "the Terrorist" but we've had to many real life reminders of terrorism lately, so now we call it bomb threat. Each player looks through the groups deck in advance of the game. Secretly, they select a group, and write down the name of that group on a piece of scrap paper. The piece of paper is stuffed in the player's pocket or other holding area if you are playing the "Nude Illuminati" variant. At any point in the game, the player may pay 5MB to the bank, and pull the paper out of his or her pocket and announce the name of that group to the players. The group on the paper is then destroyed.

INTER-OFFICE PRIVATE WIRE SENT	
THE ANCIENT ILLUMINATED SEERS OF BAVARIA - VIGILANCE LODGE Mad Malik, Hauptscheissmeister; Resident for Norton Cabal	<div style="border: 1px solid black; padding: 2px;">           YES <input type="checkbox"/> NO <input checked="" type="checkbox"/> </div>
DISCORDIAN SOCIETY SUPER SECRET CRYPTOGRAPHIC CYPHER CODE	
Of possible interest to all Discordians, this information is herewith released from the vaults of A.I.S.R., under the auspices of Epistropes Dr. Mordecai Malignatus, KNS.	
SAMPLE MESSAGE: ("MAIL ERIS")	
CONVERSION: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26	
STEP 1. Write out message (MAIL ERIS) and put all vowels at end (MILRSATEI)	
STEP 2. Reverse order (TEIASRUH)	
STEP 3. Convert to numbers (9-5-9-1-19-18-12-8)	
STEP 4. Put into numerical order (1-5-8-9-9-12-18-19)	
STEP 5. Convert back to letters (ABHIILNS)	
This cryptographic cypher code is GUARANTEED TO BE 100% UNBREAKABLE.	
BEWARE! THE PARANOIDS ARE WATCHING YOU!	



# Various Sick and Twisted Variants For Illuminati.

by Walter O'Hara



(This is an unofficial set of variants for Steve Jackson Games Illuminati. Illuminati and all the parts that make up that game are copyrighted by Steve Jackson Games Incorporated. Some of the terms mentioned might be registered trademarks of Steve Jackson Games Incorporated. Ed)

One of my favorite card games, bar none, is Steve Jackson Games' ILLUMINATI. For those of you who have not heard of this game, get on the Internet right now and go to <http://www.sjgames.com/illuminati>, read the description, and come back. I'll wait.

As you now know, Illuminati's great appeal is the absurdity of the power structures you create and the interplay between the players as they try to achieve wildly different victory conditions. That's the goal, naturally, but the mechanics of getting there involve money (megabucks), power, influence, and interaction between players. I've played a ton of Illuminati games over the years, ever since that first black plastic box purchase, oh so long ago. I've always enjoyed throwing in just a slightly different flavor of running an Illuminati game-- nothing that messes with the mechanics or play balance, but something that might make the original premise of the game just a tad more harder (or easier) to achieve. Some tinkering has worked, most have not. Here is a list of simple, one-shot variants you can try for a little added fun. Most of these variants have been tried with my local gaming club as a joke or one-shot item. I don't advocate playing Illuminati this way all the time (I think the original game is just fine, thanks), but every once in a while a slice of variety can be a hoot. Sobriety is an option.

## 1) Illuminati Roulette:

This requires a red dice and black dice, both six-sided... and I mean red and black, no other colors will do. Once per turn, as a Regular Action, you may pick a number between 11 and 66 and a color, either red or black. Then place a sum of MB of either 5, 10, 15 or 20 MB in front of you and roll the two dice. If you hit the number/color combination EXACTLY, you receive 10 x the Megabucks you put down.

## DESIGN CREDITS

Game Design: Brian Train  
Development: Brian Train, Akito Train  
Graphics: Brian Train (using MAPSYMBS fonts created by Tom Mouat)

## 1.0 INTRODUCTION

OPERATION WHIRLWIND is a simulation of the situation in Budapest in November 1956. The Soviet-imposed Communist government of Hungary has fallen. The new President Imre Nagy, swept along with the momentum of the popular revolution, has declared an end to the one-party system and threatened to pull out of the Warsaw Pact and declare neutrality. The Soviet government cannot allow this defection and launches "Operation Whirlwind" - military intervention in Hungary to restore order, culminating in a desperate battle in the streets of Budapest.

## 2.0 GAME COMPONENTS AND CONCEPTS

The game includes the following: a set of 280 counter images, one map, charts and tables, and these rules. Players will also need two six-sided dice. (Abbreviations: 1d6 means the roll of one die, 2d6 means the sum of the roll of two dice.)

### 2.1 Units

Counters are provided for the two sides in the game: the Hungarian player and the Soviet player. Each counter (unit) is rated for its Combat Factor, colored to denote its national origin, and carries a map-marking symbol or pictorial icon to distinguish its function. Units of regular military forces also carry a number identifying their parent division. See the Unit Identification Chart.

#### 2.1.1 Assembling the counters.

If you don't have a color printer, photocopy the counter sheet and color the unit counters in accordance with the Unit Identification Chart. The color scheme is just a suggestion: use any colors of Hi-Liter markers or pencil crayons you may have handy. It would also be useful to put a small colored band or other distinctive mark on the Soviet counters to tell the units of the four divisions apart.

Note that the two halves of the counter sheet are marked "Front" and "Back": start by gluing the front half of the sheet to a piece of thick cardboard or art board. Next, mount the Back half to the other side of the cardboard so that the counter images with the same unit designations match up (if you drive a straight pin through the corner of one side of the frame of counter images, this will give you a registration mark to line up on). You should end up with a set of 140 double-sided counters, which you must now cut apart. Keep trying until you get it right.

## 2.2 Maps

A simplified area movement map of central Budapest is supplied. Units will move and fight on the map. Areas are coded for the kind of terrain predominant in that area: Park (light forest or bush), Suburban (medium-density residential areas), Industrial (factories, warehouses, and the like), and Urban (downtown core, with large and solidly built stone or concrete buildings). There are also ten Objective Points (militarily and politically significant buildings or installations, marked by a big dot) that the Soviet player must control to end the game.

## 2.3 Concepts

**Unit Counter faces:** Soviet infantry regiments can be in one of two modes, Probe or Assault. A regiment is in Assault Mode when the face of the counter with the Combat Factor or 14 or 15 (and NATO map-marking symbol) is facing up. All other Soviet units (infantry or not) are battalions. Soviet battalions, Hungarian Army and American 101st Airborne units have the same icon or map-marking symbol on both sides; the lower Combat Factor on one side indicates that they have taken losses. Hungarian Insurgent units and American Special Forces teams have a concealed (fist) side and a revealed side (picture or symbol).

**Sides:** The Soviet player controls all Soviet units. The Hungarian player can control units from one, two, or three forces, depending on what the players agree at the start of the game.



He will always control all Hungarian Insurgent units. He may also find himself in command of units from the Hungarian Army, or American units (Special Forces teams from the 10th Special Forces Group in Bad Tolz, Germany, or the 101st Airborne Division flown over from the United States).

## 2.4 Starting the Game

The two Players agree which side each will play. Put the Game-turn marker in the space numbered 2 (the Soviets did not enter Budapest in force until the afternoon). The Hungarian player places all Civilian and Recruit units in a cup, and all Sapper units in another cup. He rolls 4d6, draws that number of Civilian and Recruit units blindly from the mixed cup and places them as he wishes on the map, face-down. The Maletier counter can be placed in any area where there are Insurgent units. The Hungarian player starts with 2d6 Arms Points; mark it so. Arms Points may be spent to promote any Recruit units just chosen if desired. All Soviet units from the 2nd and 33rd Guards Mechanized Divisions will move onto the map from any edge or edges in the first Game-turn (historically, the 2nd Guards came from the northeast, the 33rd Guards from the southeast).

# MAELZEL'S EXHIBITION.

*At the Julien Hall,*

CORNER OF MILK AND CONGRESS ST.

## AUTOMATON

# CHESS PLAYER.

## AUTOMATON TRUMPETER.

## AUTOMATON ROPE DANCERS.

The Chess Player has withstood the first players in Europe, and excites universal admiration. The Automaton will play with any of the company inclined to oppose it; but as long games prove tedious to the spectators, ends of parties only will be played at the Exhibition, these being quite sufficient to exhibit the powers and skill of the machine. He moves his head, eyes, lips and hands with the greatest facility, and distinctly pronounces the word *Echec*—(the French word signifying *CHECK*.) when necessary. If a mismove is made, he perceives and rectifies it.

The Trumpeter is of a full size, dressed in the uniform of the French Lancers—he blows the French and German Overture, and other Airs, with instrumental accompaniment. The Pieces he plays are written expressly for him by the first Composers.

The Rope Dancers. These unrivalled Performers on the Slack Rope, are native Americans, and have never before been exhibited, having been made by Mr. Maelzel since his arrival in this country—They execute the most surprising feats with the greatest agility, and without any apparent mechanism.

Exhibition every day, to commence at 12 o'clock precisely, and at half-past seven in the evening. Doors open half an hour previous. Admittance 50 cents—children under 12 years of age, half price.

ICE-PROFESSORS and AMATEURS of MUSIC are invited to call at any hour when Mr. Maelzel is not engaged at his exhibition, and he will explain the manner of playing MECHANOMES, and their utility in a musical education.

W. W. CLAPP—PRINTER—CONGRESS-ST.

The **King** can move one unblocked square in any direction (the exception is castling, explained below). The King may not move into check (check is explained below).

The **Pawn** can move one or two squares toward the enemy side on its first move. After a **Pawn** moves for the first time it can move only one square toward the enemy side each turn. The **Pawn** captures by moving diagonally. If a **Pawn** is moved to the opposite end of the board it is immediately changed into another piece. A changed **Pawn** may become any other piece, including a **Queen**, but may not remain a **Pawn** and it may not become a **King**.

### Castling

Each player may castle one time at most during a game and only under specific conditions. **Castling** is a the only move allowing a player move two pieces at once, which are the King and one **Rook**. To castling, a player moves their **King** two squares to its left or right toward one of their **Rooks**. At the same time, the **Rook** the **King** moved toward goes to the square beside the **King** on the far side of where it was. Thus, a King that castles to the right will have its right castle on its left side at the end of the turn. If there are no pieces between the **King** and the **Rook** involved, and if neither the **King** nor the **Rook** involved have moved before castling, and if by castling the **King** does not move into or out of or through check, the two pieces may castle. If the **King** has moved, or if both of the **Rooks** have moved, or if there are piece between the **King** and the **Rook** in question, or if by castling the player would move into or out of or through check, the player may not castle.

### En Passant

**En Passant** (French for "in passing") may occur when one player moves a **Pawn** two squares forward to try to avoid capture by the opponent's **Pawn**. If the other player uses **En Passant** in the turn immediately following, the **Pawn** is captured as if the previous player had moved the **Pawn** only one square forward. If the other player does not use **En Passant** in the turn immediately following, they may not use it in a later turn with those specific **Pawns**.

### Check, Checkmate and Stalemate

To **check** is to place the opponent's **King** in immediate danger. A **King** may not move into **check**.

When a player **checks** their opponent's **King**, they announce this fact by saying "**check**." The checked player must remove their **King** from check in the following turn. A checked player may get out of check by capturing the attacking piece, placing one of their pieces between the attacking piece and the **King** (unless the attacking piece is a Knight), or moving the King away from the attack. If the checked player may not remove their **King** from check in the following turn, they are in **checkmate**. The player that is in **checkmate** has lost the game in the turn in which they are **checkmated**. **Stalemate** occurs if a **King** is not in check, but that player can make no legal move. A **stalemate** game is considered a **draw**, with neither side having won or lost.

Players can by mutual agreement vary the game by including elements of the Hungarian Army (the 7th Infantry Division), some degree of Western Intervention (airdropped Arms Points, American Special Forces Teams or the 101st Airborne Division), or additional Soviet units (the 128th Motorized or 7th Guards Airborne Divisions). Each option has a reward or cost in Victory Points for the Soviet player at the end of the game. Hungarian Army units will start the game set up in any area or areas on the map.

To play the game as history, none of these optional forces will be present (the Hungarian Army did not resist the Soviet intervention forces on any organized basis - deserters from the Army have been included in the Insurgent forces - and there was of course no material support from the West, only inflammatory rhetoric broadcast by Radio Free Europe. The 128th Motorized Division did participate in Operation Whirlwind, but was mostly occupied in the western part of Budapest, outside of the area covered by the map).

Special Corps units enter on any map edge on the first game-turn, just as units from the 2nd and 33rd divisions do - the Soviet player only pays VP for bringing units of the 7th Airborne or 128th Motorized into the game.

### 3.0 SEQUENCE OF PLAY

Each Game-turn represents eight hours of daylight or night-time activity (every third Game-turn is a night Game-turn, marked by a shaded box on the Points Track). Each Game-turn begins with a Hungarian Reinforcement Phase, followed by a Soviet Player-turn, then a Hungarian Player-turn, and finally a Turn End Phase. This sequence of play is followed until the end of a Hungarian Player-turn in which the Soviet player controls all objective points on the map. The game ends at that point and victory is judged.

#### 3.2 Hungarian Reinforcement Phase

The Hungarian player rolls 2d6 and draws that number of Civilian or Recruit units blindly from the mixed cup. At this time he also "promotes" Recruit or Militia units (see 4.2).

#### 3.3 Soviet Player-turn

**3.3.1 Soviet Movement Phase.** All Soviet units move within the provisions of the rules governing movement (5.0).

**3.3.2 Soviet Combat Phase.** Combat between enemy units occupying the same area takes place, within the provisions of the rules governing combat (6.0).

#### 3.4 Hungarian Player-turn

**3.4.1 Hungarian Movement Phase.** All Hungarian (and American, if present) units move within the provisions of the rules governing movement (5.0).

**3.4.2 Hungarian Combat Phase.** Combat between enemy units occupying the same area takes place, within the provisions of the rules governing combat (6.0).

### 3.5 Turn End Phase

All face-up Hungarian Insurgent units are turned face-down. The Soviet player decides which of his infantry regiments will adopt Probe or Assault Mode for the next Player-turn and flips them to match. If the current Game-turn is a night Gameturn, the Soviet player may attempt to reconstitute some of his units that have been eliminated (see 7.4). The next Game-turn begins with the Hungarian Reinforcement Phase.

### 4.0 HUNGARIAN REINFORCEMENT PHASE

#### 4.1 Random Reinforcements

The Hungarian player rolls 2d6. He draws that number of Insurgent unit reinforcements randomly from the cup of mixed Civilian and Recruit units. He may place these units freely in any area or areas where there are friendly or no units. He may not place them in areas where there are only Soviet units.

#### 4.2 Promotions

During the game, the Hungarian player will come into possession of Arms Points, either from Western airdrops or through capture in combat. He can use these points to upgrade Recruit units to Militia, or Militia units to Sappers. These units may be new reinforcements or already deployed on the map. He simply expends one Arms Point per upgrade and makes the substitution in place (the units are returned to the pool where they came from, not eliminated). Promoted units remain face down. Note that when the Hungarian player upgrades a Militia unit to a Sapper, he must choose it blindly from the pool of available units (so the new sapper unit could have a Combat Factor of 2, 3, or 4). He may also upgrade a maximum of two Militia units to use Anti-tank Guns (see 7.3).

### 5.0 MOVEMENT

During the Movement Phase of his Player-turn, a player may move all, some or none of his units. How and under what circumstances units can move depends on what force they belong to, as described below. Units may not move off the map. The Danube River bisects the city of Budapest. Units can only cross the Danube at the bridges marked on the map.

#### 5.1 Regular Unit Movement

Soviet infantry regiments in Assault Mode may not move. All other Soviet, Hungarian Army, and 101st Airborne units may move from area to area on the map an unlimited distance but they must stop in the first area they enter that contains enemy units (face-up or face-down). If they begin the Movement Phase in an area containing enemy units, they may leave but must move directly into an area free of enemy units.

#### 5.2 Hungarian Insurgent Movement

A Hungarian Insurgent unit (or American Special Forces team) may move like a regular force unit as in 5.1, or instead may try to move by Infiltration movement. Each unit may attempt to move this way once per Hungarian Movement Phase. The movement attempt may be to any area within two areas of the attempting unit (the Danube River is not a barrier to this type of movement). Roll the die once for each unit moving and consult the Infiltration Movement Table. The unit will succeed (place the unit face-down in the area desired), fail (the unit does not move), or be eliminated (remove from the game).

## Chess

### Public Domain Rules

by Trevor Blake  
Placed into the Public Domain



Chess is one of the most popular games

in human history; only Go and folk-games such as tossing a ball have anything close to the universal appeal of chess. Chess has been played for hundreds of years in every country, among the rich and the poor, beginners and professionals, the young and the old, among men and among women. The literature of chess is extensive, but the complete rules fill only part of one sheet of paper. Chess sets are available in expensive gift shops and death row prison cells; there is almost no place where there is no chess. Here are the basic rules to playing this most human of games.

#### Setting Up the Game

Chess is a game for two players, one "White" and one "Black." The White and the Black player should have a colored square on the right corner and a plain square on the left corner on their respective sides of the board. On the row nearest to the White player, from right to left, place a Rook, a Knight, a Bishop, the White Queen, the White King, a Bishop, a Knight, and a Rook. On the row in front of these places place all the White Pawns. The Black player places their pieces in exactly the same way on their side of the board. This will cause opposing Kings and Queens to be directly opposite of each other, the White Queen to go on a plain square and the Black Queen to go on a colored square.

#### Turns and Capturing

White always moves first. After the first move the players take turns moving only one piece at each turn (the exception is "castling," explained below). All pieces move only along unblocked lines except for the Knight, which may jump over White or Black pieces. Pieces may not move a piece to a square already occupied by pieces from the same side. Pieces can capture an enemy piece in a square where one of one's own pieces can move during a turn by landing in the square of an enemy piece. Captured pieces are removed from the board and the capturing piece assumes in its place in the square where it was captured.

#### Pieces and Movement

The **Queen** can move any number of unblocked squares in any horizontal, vertical, or diagonal direction.

The **Rook** can move any number of unblocked squares vertically or horizontally.

The **Bishop** can move any number of unblocked squares diagonally. At the beginning of the game, each side has one colored **Bishop** and one plain **Bishop**; each can only move diagonally to unblocked squares of the same color.

The **Knight** can move directly from its old square to its new square whether or not there are other pieces blocking its way. The **Knight** moves in an "L" shape - it moves two squares horizontally or vertically, makes a right-angle turn, and moves one more square. The square a **Knight** moves to will always be the opposite color of where it moved from.

RECONSTITUTION TABLE (roll 1d6)

1-4	remains in dead pile
5	re-enters game at full CF
6	unit permanently eliminated

AIRDROP TABLE (roll 2d6)

2 >=	unit eliminated
3-5	unit lands with losses (enters with lower CF side up)
6-12	unit lands safely

Modifiers:

- 1 unit landing in Suburban or Industrial area
- 3 unit landing in Urban area
- 1 each enemy unit (face-up or face-down) present in the area

INFILTRATION MOVEMENT TABLE (roll 1d6 per unit attempting)

1-3	movement succeeds
4-5	movement fails (unit does not leave area)
6	unit eliminated

Modifiers:

- +1 area moved to has three or more Soviet battalions in it (a regiment counts as three battalions)

UNIT IDENTIFICATION CHART

Color	Force
reddish-brown	Soviet
khaki	Hun. Army
light blue	American infantry
yellow	Hun. Insurgent



6.0 COMBAT

6.1 Combat Procedure

During the Combat Phase of a player-turn, a player may have combat with enemy units that are in the same area as his units. Combat is voluntary and simultaneous between units, and not all the units in an area need be involved. Normally, units may attack only once per Combat Phase (exception: Soviet infantry regiments in Probe Mode, see 6.2.5) but units may be attacked many times (and may counterattack each time).

To conduct combat, a player whose turn it is declares which of his units in an area are attacking and which enemy unit or units in the area are the target of his attack. He totals the Combat Factors (CF) of his attacking units, rolls 2d6 and cross indexes the roll with the column on the Combat Results Table that corresponds with the total CF of his units, after shifting for special circumstances (listed below - shifts are cumulative; if shifting brings the final column below 1 or above 16+, then roll the attack using that column). The player whose turn it isn't then "counterattacks" by doing the reverse with those units that were just attacked, against the unit or units that just attacked them. Both players then simultaneously apply the specific combat results to their involved units.

6.2 Combat Limitations and Adjustments

**6.2.1 Combined Arms:** An infantry unit (of any type: mechanized, motorized, airborne or plain) that is attacking in concert with a tank unit (not reconnaissance) shifts one column right when the attack is rolled on the Combat Results Table. There is only one column shift, no matter how many tank units are involved.

**6.2.2 Concealed Hungarian Insurgents:** Usually Hungarian Insurgent units appear on the map face-down (i.e. fist side up). Before they can be engaged properly, their positions have to be probed. Therefore, when the Soviet player is choosing units to attack in a given area, he may select only face-up or face-down units in the area. When Hungarian Insurgent units attack or counterattack, they are turned face-up.

**6.2.3 Leadership:** Hungarian Army or Insurgent units attacking in concert with American Special Forces teams or the Pal Maleter unit receive a one-column shift to the right. There is only one column shift, no matter how many units are involved.

**6.2.4 Night:** During night turns (every third turn, shaded on the Points Track), the attacker shifts two columns left when he rolls on the Combat Results Table. Soviet infantry regiments may not adopt Assault Mode at night.

**6.2.5 Soviet Unit Mode:** Soviet infantry regiments in Assault Mode and all non-regimental units may attack only once per Combat Phase. Soviet infantry regiments in Probe Mode may attack and continue attacking units in the same area (and may be joined by other units that have not yet attacked) either as long as they do not have any losses against them (the first time this happens that will be the last attack for that regiment for that Combat Phase) or the Soviet player switches to an attack by another group of units not involving that regiment.

**6.2.6 Soviet Unit integrity:** Soviet units from different divisions cannot combine in attacks on enemy units. Units marked "SC" (Special Corps") may join with any unit.

**6.2.7 Surprise Attack:** If the Hungarian player is attacking or counterattacking with one or more sapper units, he rolls 1d6. If he rolls equal to or less than the total CF of all sapper units involved in the attack, then it is a surprise attack and he can shift two columns right when the attack is rolled on the Combat Results Table (otherwise it's a normal attack). At least one of the losses (if any) of a surprise attack and/or counterattack must come from the involved sapper units.

**6.2.8 Terrain:** Only Hungarian (and American, if present) units gain the defensive benefits of terrain, listed in terms of column shifts to the left on the Combat Results Table. They do not get the benefit of terrain if the Soviet player is counterattacking (i.e. responding to a Hungarian attack in the Hungarian Combat Phase).

### 6.3 Combat Results

-----: No effect. Nothing happens.

**#: Losses.** The number of losses is equal to the number of Combat Factors that must be removed from the units fired upon, by flipping them over to show a lower CF or eliminating them. The player suffering the losses chooses which units are affected; other units in the area that were not involved in this particular combat do not absorb excess losses.

The player suffering the losses must remove at least as many CF as called for by the table (e.g. a 3 CF tank unit that must take 1 loss must still flip over to its 1 CF side, so it actually takes 2 CF losses). There is one exception: Soviet infantry regiments are never flipped or eliminated. Losses they take are recorded on the Points Track and are worth Victory Points at the end of the game.

If the attack was against concealed Hungarian Insurgent units, turning one involved unit face up absorbs one loss.

Eliminated Hungarian and American units are removed from the game. Eliminated Soviet units are set aside until the Turn End Phase of the night turn of that same day, to see if they return to the game (see Reconstitution, 7.4).

**6.3.1 Civilian units in Combat:** The Soviet player may not attack face-up Civilian units. If Civilian units are present among Hungarian units turned face-up by a Soviet attack, turning it face up absorbs one loss and the unit is removed automatically without counting for further losses. However, if the attack that turned them face up was launched by a group of units containing a Soviet infantry regiment in Assault Mode, the Civilian unit is massacred (again without counting for further losses) and the Soviet player loses Victory Points (see 8.0).

## COMBAT RESULTS TABLE

TOTAL COMBAT FACTORS FIRING

2d6	1	2	3	4 - 5	6 - 7	8 - 10	11-13	14-16	16+
2	1	1	2	3	4	5	6	7	8
3	1	1	2	3	4	5	6	7	8
4	-----	1	2	3	4	5	6	7	8
5	-----	-----	1	2	3	4	5	6	7
6	-----	-----	-----	1	2	3	4	5	6
7	-----	-----	-----	1	1	2	3	4	5
8	-----	-----	-----	1	1	2	3	4	5
9	-----	-----	1	1	2	3	4	5	6
10	-----	1	1	2	3	4	5	6	7
11	1	1	2	3	4	5	6	7	8
12	1	1	2	3	4	5	6	7	8

### Column Shifts:

<b>1 right</b>	Combined Arms (tanks + infantry), Leadership (SF or Maletier + insurgent or Hungarian Army)
<b>2 right</b>	Hungarian Surprise Attack (1d6 vs. total Sapper CF in units)
<b>2 left</b>	Night Game-turn
<b>1 left</b>	Hungarian/American defender in Park area(not if Soviet counterattack)
<b>2 left</b>	Hungarian/American defender in Suburban area(not if Soviet counterattack)
<b>3 left</b>	Hungarian/American defender in Urban or Industrial area (not if Soviet counterattack)

### Other things to remember:

- Soviet units from different divisions cannot make joint attacks
- Anti-tank guns are worth 1d6 CF when firing on tank or recon units, 1 CF otherwise and for losses
- Hungarian player gets one Arms Point every time a Soviet unit takes losses in combat (per Soviet unit involved, not per loss)



### 9.1 Musical Accompaniment

The Hungarian player must play a recording of Beethoven's "Egmont Overture" over and over again, very loudly, whenever the Soviet player does not control the "Free Kossuth Radio Budapest" objective. This radio station was formerly Radio Budapest, the state radio station that broadcast only news and speeches. When the rebels seized it, a recording of the Egmont Overture was the only record they could find on the premises and they kept playing it until the Soviets captured the building.



### Example of Combat:

It is the Soviet player's turn, and in an area classified as Urban he has one infantry regiment in Probe Mode and two full strength tank units. There are two Hungarian Insurgent units in the area, all concealed. He decides to attack both of the concealed units with all three units (6+3+3 = 12 CF). The column to use will be the 6-7 (start on the 12-14 column, shift one right for combined arms and three left for Urban terrain) He rolls a 6, which gives a "2" result. The Hungarian player flips over his units - they are one Civilian unit and Militia unit. He counterattacks with his Militia unit: no column shift. He rolls a 10, which on the 2 column of the CRT gives a "1." Both sides then apply the combat results simultaneously. The Soviet player flips one tank unit to its 1 CF side. The Hungarian player used up his two losses flipping his units face up, the Civilian unit is automatically eliminated, and he records one Arms Point gained through the Soviet loss.

Because the Soviet infantry regiment is in Probe Mode, and has not yet had any losses inflicted against it, it can attack the Hungarian Militia units again (if there were other units in the area, it could choose to engage them). The tank units cannot join since they have already attacked (if he'd kept one back, it could have joined in at this time). This time the column to use will be the 2 (start on the 6-7 column, shift three left for urban terrain). He rolls a 4, which is a "1" result. The Hungarian player rolls a 7 on his counterattack (using the 4 column), which is also a "1" result. One Hungarian Militia unit is removed, and one loss is recorded against the Soviet infantry regiment so it cannot attack any more this Combat Phase. Finally, the Hungarian player records one more Arms Point and one more Soviet loss on the Points Track.

## 7.0 SPECIAL RULES

### 7.1 Airdrops

During the game, some units may enter the fray by parachute. These include elements of the Soviet 7th Guards Airborne Division, or the American 101st Airborne Division. Airdropped units enter in the Movement Phase of the owning player's turn. When units are dropped, the owning player points out the area where they are to be dropped and rolls 2d6 on the Airdrop Table, adjusting for enemy units present in the area and the terrain dropped into. A maximum of three units may attempt to land in each area. Units just dropped cannot move further in that Phase but they may fight in the following Combat Phase.

### 7.2 Hungarian Special Units and Rules

**7.2.1 Pal Maleter:** This Colonel in the Hungarian Army proved to be a leader of great energy and inspiration. The unit representing him has a CF of 1 and can give a one-column rightwards shift when attacking or counterattacking.

**7.2.2 Anti-tank Units - Hungarian:** During the game, the Hungarian player may promote a maximum of two Militia units to anti-tank gun units (representing captured artillery or partly dismantled tanks). The units are substituted in place, face down, and may not move. When one of these units counterattacks a group of units that has one or more tank or recon units in it, it has a temporary CF of 1d6 (otherwise its CF is only 1). Eliminating the anti-tank unit is worth one loss.

**7.2.3 Anti Tank Units – American:** The 101st Airborne Division also has a special anti-tank battalion that may move as an American unit. It is worth 2 or 1 CF when attacking or counterattacking infantry units only (and for losses in all cases), and 2 or 1 CF plus 1d6 when attacking or counterattacking a group containing tank or recon units.

**7.2.4 Western Intervention:** there are three levels of Western intervention, each one increasingly unlikely and used in the game by mutual agreement of the players:

**Level 1 - Airdrops of Arms Points.** The Hungarian player will receive 1d6 Arms Points in the Hungarian Reinforcement Phase of each Game-turn, beginning in the first Game-turn.

**Level 2 - Special Forces.** As above in Level 1, plus one Special Forces team will arrive in each Hungarian Reinforcement Phase (beginning in the first Game-turn, face-down, and placed in any area of the map where there are Hungarian units) per Game-turn until all four arrive. Special Forces units have a CF of 1.

**Level 3 - The 101st Airborne Division.** As above in Level 2, and the Hungarian player rolls 2d6 for the number of Game-Turns he must wait for the 101st to arrive (keep this number a secret from the Soviet player). All six units of the Division will arrive no sooner than this turn, in the Hungarian Movement Phase. The division may only airdrop into Budapest - it does not have the option of entering the game on the ground as does the Soviet 7th Guards.

**7.3 Arms Points**

Arms Points are used to "promote" Insurgent units from Recruit to Militia, or Militia to Sapper, at one Point per promotion. The Hungarian player receives Arms Points from two sources: airdrops from the West or through combat with Soviet units. In the first case, if players have agreed on this level of Western intervention, the player rolls 1d6 in each Hungarian Reinforcement Phase and notes that number of Arms Points on the Points Track. Otherwise, in the Combat Phase, the Hungarian player receives one Arms Point every time a Soviet unit takes at least one loss in combat. Keep track of these on the Points Track.

**7.4 Reconstitution**

In the Turn End Phase of each night Game-turn (every third turn, shaded on the Points Track), the Soviet player may roll 1d6 for each of his units in the "dead pile", checking the Reconstitution Table. Any units recovered may enter the game in the Movement Phase of the following Soviet Player-turn. Place permanently eliminated units aside for scoring at the end of the game.

**7.5 Soviet Reinforcement Units**

The Soviet player has two extra divisions available for use from the first Game-Turn, the 128th Motorized and part of the 7th Guards Airborne. The Soviet player must deduct Victory Points at the end of the game for each unit of either division that enters the game. The Soviet player may enter some or all of the units from either or both divisions in any Soviet Movement Phase he chooses, on any map edge he chooses. He also has the option of airdropping the 7th Guards as in 7.1.

**8.0 VICTORY**

At the end of the Turn End Phase of the Game-turn in which the Soviet player controls all 10 objective points (i.e. only Soviet units are present in the areas), OR there are only Soviet units on the map, play stops and victory is judged. The Soviet player starts with a total of 50 points, deducting points for the following:

-3	for each Civilian unit massacred
-1	each battalion of the 7th Guards Airborne or 128th Motorized Division entered into the game
-3	for each 128th Motorized Division infantry regiment entered into the game
-1	for each loss inflicted on a Soviet infantry regiment
-1	for each Soviet non-regimental unit permanently eliminated or in the dead pile at the end of the game
+1	for each Hungarian Army unit set up at the start of the game
+10	Level 1 Western intervention (weapons drops)
+20	Level 2 Western intervention (Special Forces teams)
+35	Level 3 Western intervention (101st Airborne Division)

**Final Soviet Points**

40	Triumph for progressive Socialist forces over the forces of reaction and Fascism
25-39	A hard battle but we made them see reason.
24>=	The operation was a success, but the patient died. Hungarian Moral Victory.

